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Nintendo

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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Super Tennis* Game Pak for your SUPER NINTENDO ENTERTAINMENT SYSTEM®.

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.

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EVERYONE E CONTENT RATED BY ESRB

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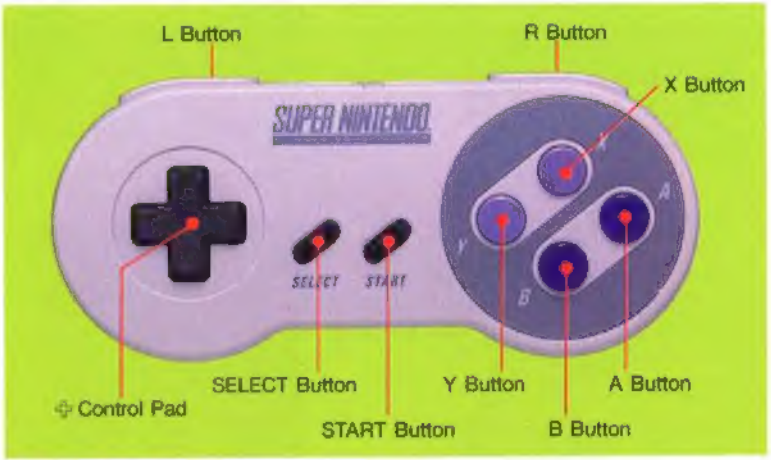
Controller Button Designations and Basic Operation

For detailed instructions about this game, please read all of the following pages.

- Both of the SUPER NINTENDO ENTERTAINMENT SYSTEM® controllers are the same.
- For one player: Plug a controller into Controller Socket One, located on the front panel of the SUPER NINTENDO ENTERTAINMENT SYSTEM® Control Deck.
- For two players: Plug a controller into each of the controller sockets.



Control Pad
- Move player
- Change ball direction

A Button
- Toss the ball to serve
- Slow serve
- Slice
- Light volley

B Button
- Toss the ball to serve
- Quick Serve
- Volley strong and flat
  (This is the most frequently used button)

Y Button
- Lob

X Button
- Top spin

L Button
- Left spin

R Button
- Right spin

START Button
- Press before service to view point / set up screen

SELECT Button
- Press before service to view score / data screen

How to play Super Tennis

Introduction

Play in one of many different and exciting modes. Select from 20 great players, and experience the best play control, excitement and realism that a uniquely characterized tennis player can bring you. Challenge your skills in the world circuit against a ladder of over 30 tough competitors in either the men's or women's leagues. Or, if you'd like, play with or against a friend in either singles or doubles play.

SINGLES

Singles can be played in the following modes:

- **1P vs COM - Player vs. Computer**

  In this mode, one player plays against one computer opponent. Your choice of player and opponent.

- **1P vs 2P - Player vs. Player**

  Play against a friend, both of you choosing your favorite player.

DOUBLES

Doubles can be played in the following modes:

- **1P + 2P vs. COM - Player 1 and Player 2 vs. two computer opponents**

  Player 1 and Player 2 pair up to play against the computer.

- **1P vs COM - One player and computer player vs. two computer opponents**

  The player pairs up with the computer to play against two computer opponents.

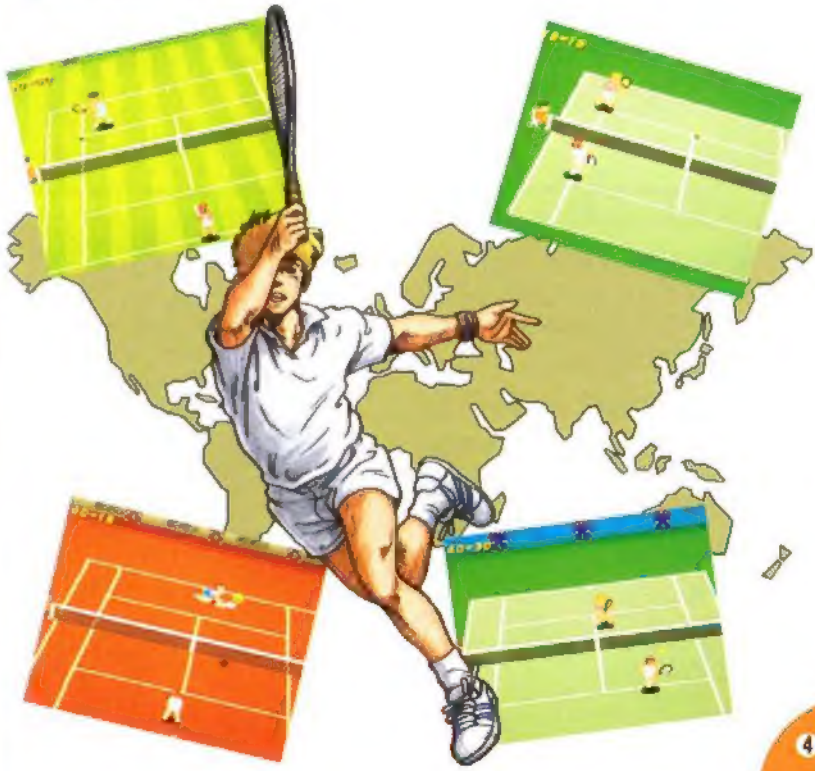
- **1P vs. 2P - Player 1 and a computer player vs. Player 2 and a computer player**

  Players 1 and 2 each pair up with a computer player to play against each other.

Remember: You may have any player play with or against any other player from the pro roster. It is also possible to make multiple choices of any player, as well as intermix women and men.

CIRCUIT

You must choose your player from the roster of 20 pro players. Travel around the world attending all the big tournaments. If you choose a female player, you will play the women's circuit and if you choose a male player, you will play the men's circuit. The men's circuit is more difficult to win than the women's circuit, so beginning players may want to try to win the women's championship first.



GETTING STARTED

Use the ✣ Control Pad to select SINGLES or DOUBLES and the B Button to decide (use the Y Button to cancel your decision). Then choose the player, court type and how many sets the match will last. For information about the circuit mode, see page 18.

SELECTING YOUR PLAYER

You may pick your player from the pro roster of 10 men and 10 women players. Use the player profiles on page23 of this manual for reference.

SINGLES

1P vs. COM-Select your player first and then choose your computer opponent.

1P vs. 2P-Player 1 will select their player with Controller 1, and then Player 2 may choose their player with Controller 2.

DOUBLES

1P+2P vs. COM-Player 1 will select their player, and then Player 2 may choose their player. Player 1 will then select the computer players with the Controller 1.

1P vs. COM-Player 1 will select their player, their computer partner, and then the opposition all with Controller 1.

1P vs. 2P-Player 1 will select their player and computer partner with Controller 1. Then Player 2 may select their player and computer partner with Controller 2.

SELECTING MATCH LENGTH

You may select a 1 set, 3 Set, or a 5 set match. If you choose a 3 Set match, in order to win, you must win 2 sets. If you are playing a 5 set match, you must win 3.

SELECT THE TYPE OF COURT

You must select what type of court you will play your match on.

HARD COURT

The surface is made of concrete. This is the easiest type of court to play on. On this surface, the ball bounces higher compared to the other two courts.

LAWN COURT

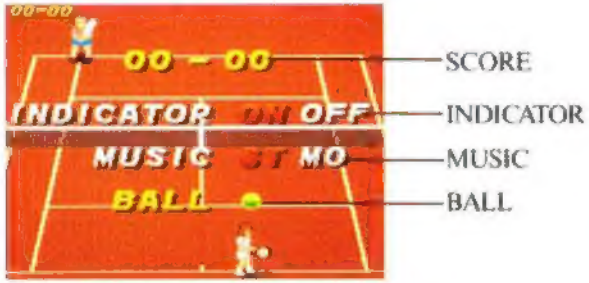
This surface is made of grass. On a lawn court, the ball doesn't bounce very well.

CLAY COURT

This surface is made of clay. After bouncing, the ball speed will slow down. It may take a little while to get used to playing on a clay court.

SCORE AND SET UP SCREEN

Just prior to the serve, pressing the START Button, will display the Score and Setup Screen. The line which is highlighted in yellow is the option that you will be changing. Press ← or → on the ✣ Control Pad to change the option. To select another option, use ↑ or ↓ on the ✣ Control Pad to move up or down through the choices.



●CURRENT SCORE

The current score of the server is displayed on the left.

●SCORE INDICATOR

The current score is displayed in the upper left corner of the screen during game play. Use this option to turn the score display OFF or ON.

●MUSIC SWITCH

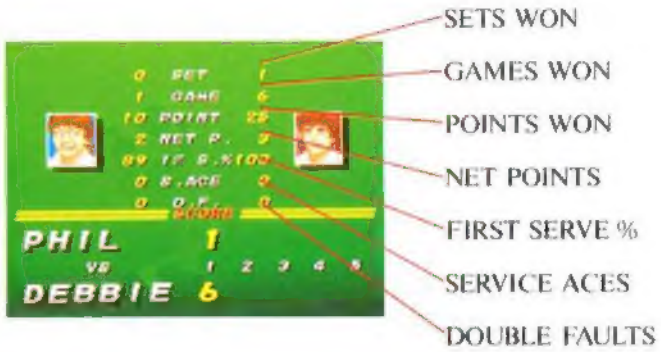
Use this option to switch the music mode between ST (stereo) or MO (mono).

●BALL COLOR

You may pick the color that you like for the ball from 4 different colors. Select the color that contrasts best with the court color.

SCORE AND DATA SCREEN

Before service, by pressing the SELECT Button you may view the score / data screen as shown on the right.



●SETS WON

This is the number of sets won this match.

●GAMES WON

This is the number of games won this match.

●POINTS WON

This is the total number of points scored this match.

●NET POINTS

This is the number of points won at the net.

●FIRST SERVE %

This is the percentage of successful first serves.

●SERVICE ACES

This is the number of unreturned serves, or "aces".

●DOUBLE FAULTS

This is the number of double faults.

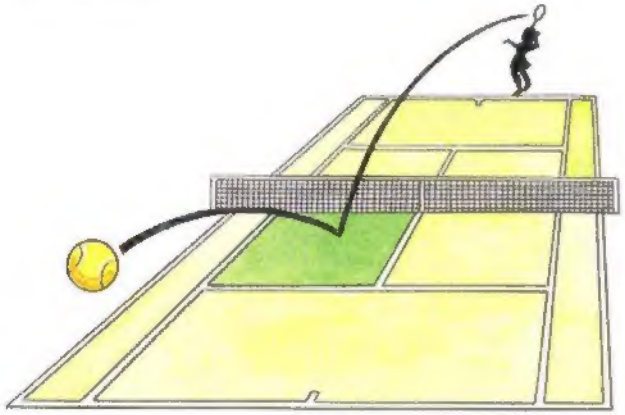
This screen will also be displayed after each game and at the end of the match.

SERVICE AND STROKES

SERVICE

The serve is a very important part of the game of tennis. Losing a game in which you have right to serve, will definitely place you at a disadvantage. By learning how to serve both powerfully and accurately you will be well on your way to victory.

When serving, hit the ball to your opponent's service area on the opposite side as pictured below.



FAULT

A mis-service is called a "FAULT". If it is the first service attempt for the point, you may try to serve again. If you fail a second time, it is a "DOUBLE FAULT", and your opponent will score the point.

LET

When a served ball touches the net and falls into the service area it is referred to as "LET". There is no point scored, and you will serve again.

In both SINGLES and DOUBLES, the service area is the same.

■HOW TO SERVE

1. SET YOUR POSITION

Use the Left and Right on the ✣ Control Pad to move your player across the service line. Pressing Down will bounce the ball on the ground.

2. TOSS UP THE BALL

Toss up the ball with either the A or B button.

3. AIM THE SERVING DIRECTION

Use the ✣ Control Pad while the ball is in the air to determine the direction that the ball will travel.

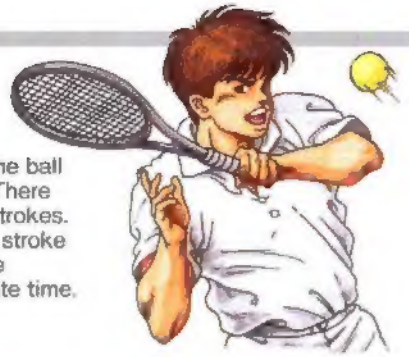
4. HIT THE BALL

The B button is for fast service, the A button is for slow service. If you hit the ball at its highest point, the ball will travel farther. If you hit it low, the ball will drop closer.

ADVANCED TECHNIQUE

At the moment that you hit the ball, if you press L or R button, as well as the A or B button, you can add spin or slice to the service. Once you learn how to do this, it will be a strong addition to your serve.

STROKES

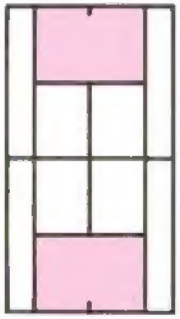


In the game of tennis, hitting the ball is referred to as a "STROKE". There are several different kinds of strokes. Hitting with the most effective stroke is only a matter of pressing the correct button at the appropriate time.

TYPES OF STROKES

Each button is assigned to a different type of stroke.

■If you hit the ball when near the base line • • •



A BUTTON (SLICE)

This will cause the ball to be hit slow, with a reverse spin that will bounce low and float.

B BUTTON (FLAT)

This will hit the ball straight with less spin than the slice. The ball will have a normal bounce and speed.

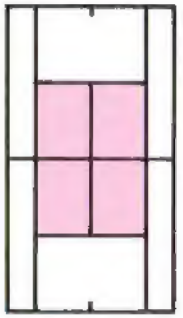
X BUTTON (TOP SPIN)

This hit will result in a fast spinning ball, that will go up high and drop immediately. It is the fastest return, but there is a strong possibility that if hit directly to your opponent, he may be able to smash it easily.

Y BUTTON (LOB)

This is a rather slow ball which travels very high above the ground and bounces high. If your opponent is close to the net, this may be good to use.

■If you hit the ball when close to the net-• • •



A BUTTON (LIGHT VOLLEY)

When you hit the ball immediately, this will be a light volley.

B BUTTON (STRONG VOLLEY)

This is a faster volley, but using this when you are far from the net will make the ball tend to hit the net.

NOTE: Both strokes mentioned above, will be a drop shot if you hit the ball on the first bounce.

X BUTTON (TOP SPIN)

Same as when used close to the base line.

Y BUTTON (LOB)

Same as when used close to the base line.

SMASH

A, B, X, or Y BUTTON

When you are hit a high returned ball, if you are directly underneath the ball, and hit the ball with no bounce, you may smash it. This may turn into a regular stroke depending on the height of the ball and your timing.

AIMING YOUR SHOT

The easiest way to win a point is to cause your opponent to leave an area of the court uncovered. Hitting an accurate shot to this area will leave him unable to return it.

■USE THE ✣ CONTROL PAD

Depending upon which direction you press at the moment you hit the ball, you can aim your shot to land in different areas. Be careful when you aim, as your shot may end up bouncing back from the net. Correct timing and positioning will enable you to hit the ball to the area you are aiming at. Note that when the court changes, control will be opposite.

①Left ✣

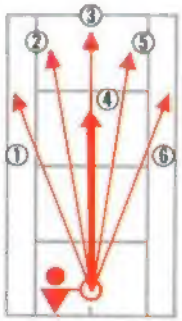
②Left and Up ✣

③Up ✣

④Down ✣

⑤Right and Up ✣

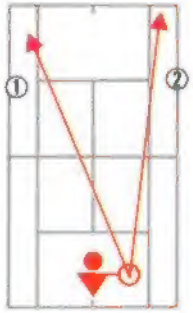
⑥Right ✣



Aiming With The ✣ Control Pad

■SHIFT HIT TIMING

You can control the direction of the ball by shifting the timing of your hit. If you want to make a cross-court shot ①, hit the ball quickly. If you want to hit straight to the right side, ② hit the ball slower.



CIRCUIT MODE PLAY

The objective of this mode is to place first in the world ranking. In Circuit Mode play, only male players will play against male players and only female players will play against female players.

THE WORLD CIRCUIT

The world circuit consists of a total of 8 tournaments. It is comprised of major tournaments (MELBOURNE, PARIS, LONDON, NEW YORK) and other minor tournaments (TOKYO, NAIROBI, BEIJING, RIO). If you attend any of the tournaments, you will receive points depending upon how well you did. After the championship tournament (NEW YORK), the annual national ranking will be determined based on the number of the points you won. Depending upon your annual ranking you will be able to see a different ending demo. Win the Grand Slam (1st place in the four big tournaments) to reveal a surprise!

■The Tournament Ladder

After your entry to a tournament you will be shown the tournament ladder. Each tournament is played by 16 players. You will only see the results of other games that you don't play.

■The National Ranking

There are 32 players that will appear in the National Rankings in each of the Men's and Women's circuits. Some of the players in the National Rankings do not appear on the Player Select screen. These opponents should be easy to beat, as they are not very strong players.

■Tournament Points

You will get more points in the four major tournaments for finishing in the same place as in the minor tournaments. However, more of the veteran players from the pro roster attend the major tournaments, so winning is more difficult.

MAJOR TOURNAMENTS

1st game·····1 set match
2nd game ·····1 set match
Semifinal·····3 set match
Final·····5 set match

MINOR TOURNAMENTS

1st game·····1 set match
2nd game ·····1 set match
Semifinal·····3 set match
Final·····3 set match

■TOURNAMENT PLAY WEAKENS YOUR PLAYER

After you play in one tournament, your player gets tired and loses some physical strength. If you don't play in the next tournament, you will recover automatically. But if you continuously keep entering all of the tournaments you will be playing in a tired condition. Your decision as to whether to enter any tournament should be based on your points and ranking. If you enter one tournament to get more points, it may be to your advantage to decline entry to the next tournament so that you may attend the next one in the freshest condition.

STARTING CIRCUIT MODE PLAY

1 SELECT YOUR PLAYER

First, from the title screen, select "CIRCUIT" then "NEW" at the mode select screen. The Player Select screen will then appear. Use the ✣ Control Pad to select your player and then press A or B button to decide.

2 REGISTER YOUR ENTRY TO THE TOURNAMENT

The location of the first tournament and its court type will appear. You must then decide if you wish to enter this tournament. If you do, simply press the A or B Button. If you do not want to play in this tournament, select "NO" with the ✣ Control Pad.

3 TOURNAMENT LADDER

Your player's name will be highlighted in red on the screen. You will not see the games of other players, only the results. To see the result, press the A or B Button. (If you have chosen not to attend the tournament you must still watch the results). When your player's name begins flashing your match is next!

CONTINUE

After each tournament is over, the password will appear on the screen (even if you chose not to enter that tournament). Carefully copy your password so that you may use it to continue from this point at a later time.

■ENTERING YOUR PASSWORD

Use the ✣ Control Pad to move the little player to the letter of your choice (it will be highlighted in red), then press A or B Botton to enter. After you have completed your entry, go to END and press the A or B Button once more. If you have made an error in your entry, when you select "END", you will be alerted by the "MISS!" notification. Carefully check and correct any mis-entries and select "END" once more.

INFORMATION SCREENS

■SCORE AND DATA SCREEN

After each match the Score and Data screen will be displayed. After the Melbourne Open, ① ranking (RA.) and ② points (PTS) are added to this display.

■RANKING SCREEN

After the tournament, the screen shown at right will appear.
On this screen, you will see-

① How many points you won in the tournament
② National Ranking (use the ✣ Control Pad to scroll with up and down)
③ Your overall score for the tournament. (1ST=1st match, 2ND=2nd match, SF=Semi-Final, F=Final)

ABILITY OF THE PLAYERS

Each player has his or her own abilities determining the speed of the shot, footwork, intelligence (computer controlled), and etc. (there are 20 different ability elements).

SHOT SPEED

Speed is required for a powerful service and strong return of a serve. If you are faster than your opponent you will have an advantage. But, if you are a fast player, it is more difficult to control your stroke. Pick the player that is easiest for you to control. Ball speed will vary dependent upon what kind of shot it is.

●SERVICE

The ability to skillfully serve is a very important requirement to winning. If your service is very fast and accurate, you have a definite advantage.

●STROKE

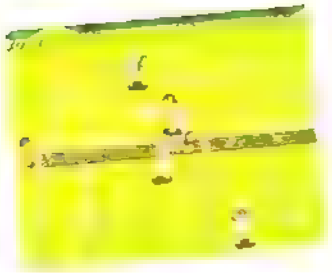
There will be a difference in the ball speed whether the ball is hit forehand or backhand, even for the same player. Learn which stroke you are good at.

●LOB

If your lob is very quick, it is beneficial when you play against a net-player (a player who is good at playing close to the net).

● VOLLEY

For a player to be good at net play, volley speed is very important.



FOOTWORK

Footwork is how fast and how well you move. In some instances, this aspect is a more important element than ball speed.

● FRONT AND BACK FOOTWORK

A player who is good at net play must have good front and back footwork

● RIGHT AND LEFT FOOTWORK

The quick switching in movement from right to left is required for the players who depend on good stroke plays

● JUMPING

This is the ability of the player to reach a seemingly unreachable ball by jumping.

ARTIFICIAL INTELLIGENCE

This is one of the most important elements when the computer controls a player. This element gives each player a different strong point. Some players can almost always "ace" an opponent. Some are good at "service" and "volley." Some depend on a "passing shot" followed by a regular stroke. Of course, the player that you control has your intelligence, so give him intelligent actions to support his abilities!

INTRODUCTION OF THE PLAYERS

Here is the pro roster that you are able to select from. Each player has unique abilities, so choose the one that best suits your style of play.

Women's Circuit

Amy

This all-around good player has outstanding power and technique. Her footwork is very good.

Kim

This veteran player has lost some of her power since her first years in the pro circuit. However, she is still the final word in powerful service and a genius at net play.

Lisa

Her two-handed stroke can beat most of the other pro women players. Her footwork is excellent.

Erin

This powerful player is good at both net and stroke play. She seldom fails to return the ball.

Donna

Except for a slight weakness in her service, Donna has well balanced abilities in all other aspects of play. She is good at stroke play, and not too bad at net play either.

Debbie

This player is very good at hitting a highly accurate shot to places where the opponent isn't.

Colett

This stroke player shows her tenacity at the base line. Even though she doesn't have any overly strong abilities, she is a very reliable player.

Nancy

This player has strong service and is good at a base line game.

Yuka

The Japanese "ACE" Yuka, is a player who has a consistent stroke.

Barb

This player has very strong strokes.

Matt

This veteran player has terrific strokes and a consistent service. He has the ability to hit a successful passing shot anywhere in the court.

Brian

Even though he is not the most powerful, Brian is the most well balanced player. His ability as a net player is combined with good skills at serve, volley, and return of service.

Phil

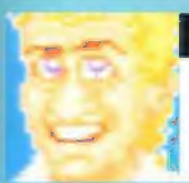
His strong service never goes downhill. Phil is an all-around good player who has a good, powerful stroke and jumping volley.

John

This powerful hitter has the most powerful forehand. His two-handed backhand is also terrific! A great base line player.

Meyer

This player plays with great tenacity near the base line. An all-around player with powerful stroke, he should end up being ranked high.



Rich

This player is a genius at net play! Although not always the most powerful, his perfect volley and guts cannot be compared with anyone else.

Hiro

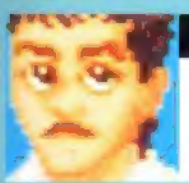
Another skillful player from Japan, this stroke player persistently returns the ball. His shots are very accurate.

Steve

This all-around player has a powerful service and is good at both net and stroke play.

Rob

His mean service is as fast as a bullet. His other abilities are also above average, but he is not always consistent.



Mark

Mark, a Japanese-American is best known for his "bullet service".

PASSWORDS MEMO

PASSWORDS MEMO

PASSWORDS MEMO

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

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THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.